



BUSHWACKER

A Newsletter of Postal Diplomacy,* published by Fred C. Davis, Jr.,
5307 Carriage Court, Baltimore, Md. 21229. Phone: (301) 646-4732.

VOL. II, No. 7

JULY, 1973

Game Fee - \$6.00 to persons not already subscribing to or playing in BUSHWACKER;
\$5.00 to current players, stand-bys, and subscribers. Stand-by Fee - \$3.00.
Subscriptions - 12 issues for \$2.00. We trade with selected publications.

This publisher is a member of the International Diplomacy Association, which now
has 140 members and is shooting for 200.

*Diplomacy is a registered trademark for a game invented by Allan B. Calhamer, and
Copyright by Games Research, Inc., 500 Harrison Ave., Boston, Mass. 02118.

All material in this issue Copyright 1973 by Fred C. Davis, Jr. This material may
not be reprinted in any form without written permission from the publisher.

* * * * *

"Of ships and shoes and sealing wax..."

We have been advised that certain parties are planning to reprint material from
Diplomacy magazines without permission of the publishers. Accordingly, all Dippy
publishers have been advised to copyright their material. This should not cause
any difficulties, as it has always been customary for publishers and players to
request permission before reprinting material. If you need to Xerox a page for
your own records, that's O.K.

AS A FOLLOW-UP TO MAILGRAM, as mentioned in the last issue of BUSHWACKER, we realized
only after going to press that the question of a signature on orders arises in a
Mailgram. As a solution to the signature problem in telegrams, Mailgrams and phone
calls, I am going to issue every player in my games a secret code number, which must
be shown in their telegraphic orders to guarantee authenticity. All current players
should receive their code numbers with this issue of BUSHWACKER. Players in more
than one game will receive a different code number for each game. You may also wish
to use your number in your written orders, although this will not be required unless
some security breach is uncovered. For your protection, do not reveal your code
number to anyone, including any substitute player you may ask to take over for you
on a temporary basis. If you find that your code number has been compromised, ~~call~~
~~the Watergate~~ contact me for a new number.

Players are reminded that I called for payment of the Game Fees for Atlantica II
a month ago. To date, I've received payment only from Mark Burden and John Boyer
(plus a guarantee from Russ Vane). The other gentlemen who reserved places are fore-
warned that their reservations will be held without presentation of cold cash only
until one week after the end of Diplocon. If your payment is not received by July 2nd,
I will award the remaining places on a first-come first-served basis to anyone who
gets his money in. I'll still try to have only one player (over)

from each metropolitan area - with 100 miles as the minimum distance between the players - but I'll fill the last places with stand-by players from the same area if it becomes necessary to get things going. This game will get off the ground as soon as I get seven paid-up players and at least one paid-up stand-by. Remember, the game fee is \$6.00 to newcomers, but only \$5.00 for those who are currently playing in or subscribing to BUSHWACKER.

* * * * *

WAR BREAKS OUT BETWEEN UPPER PENINSULA AND MARYLAND

"The Upper Peninsula of Michigan (known affectionately as the U.P.) hereby declares war on the criminal State of Maryland, headed by Monsieur Fred Davis. We do this with a sad heart, but we can't stand by and let you impugn the reputation of our beloved UP by stating in your last issue of BUSHWACKER that we and Wisconsin should be joined together. [In the U.S. Diplomacy variant - Ed.] Therefore, without further ado:

A Munising-Baltimore

F St. Mary's River (S) A Munising-Baltimore

A Michigan Tech Univ.-Baltimore Block. (Actually the army consists of 3,000 horny engineering students. Well, you'd be horny too if you went to a school where the guy-girl ratio is 7-1)

UP: UP (What more do you need) + Baltimore. Build 1

MARYLAND: ~~Baltimore~~, The "Block" - currently still possessed by the 3,000 Tech students. Remove 1. OUT, and the UP now has a colony on the Atlantic."

- Tim Tilson

NEWS FLASH: While the U.P. forces were marching overland to Maryland, the Chesapeake Bay Oyster Fleet made a surprise advance into the Great Lakes and seized the Soo Locks, which were promptly clogged shut with oyster shells. Natives were driven off by waves of trained ferocious Chesapeake Bay crabs, which devoured everything in sight. Air support was supplied by 100,000 Eastern Shore chickens, who laid eggs so fast that the enemy was completely blinded. (That's a yoke, son).

Meanwhile, back on The Block, Colonel Blaze Starr reported that by sunrise all of the student invaders had been "taken care of" by her girls, and were on their way home in conditions ranging from comatose to delirium. Penicillin shots were being administered as the hospital train left Penn Station for the North Country.

* * * * *

STAN WROBEL EXPOSED!

You can't get to Youngstown or Poland without going through Boardman! We made this startling discovery on a recent safari to the Wrobel Wresidence. Leaving the Ohio Turnpike at Exit 16, you go north on Ohio Route 7 to the intersection with U.S. 224 in beautiful downtown Boardman. Undoubtedly named for one of the founders of Postal Diplomacy, this huge metropolis (One Shell and one Sohio station) has hung direction signs reading "All normal people straight ahead to the Youngstown Variant" and "If you don't know any better, turn right to Poland." We turned right and proceeded to enjoy the ruts in U.S. 224 all the way to Poland. We were rather surprised to find

no customs guards at the Border. We were still more surprised to find the people wearing shoes. We then passed a beautiful New England-style Protestant church! We expected things to become more picturesque when we reached Poland Village Drive. "Surely here," we said, "we will see the simple natives dancing the Mazurka on Stan's lawn." Alas, Poland Village Drive turned out to be a beautiful suburban street with a parkway down the middle, and instead of thatched-roof cottages the houses were definitely upper middle class American. Number 7 differed from the others only by the tank tread marks which had torn up the lawn and the Afrika Korps signs in German pointing the way to Rommel's Headquarters.

This was the first time that we had met Stan and Carol in person. We spent an enjoyable evening seeing the model railroad, the battle tanks, and all the game maps on the basement walls (all the time surreptitiously trying to find our opponents' moves). We also learned that the proper pronunciation of JASTRZAB begins with a "Y" rather than with a "J". However, we have to report the awful truth. The only thing Polish in Poland Village is Stan himself! Poland is one of the oldest towns in Ohio, flush up against the Pennsylvania border, settled by Connecticut Yankees in the 1790's as part of their Western Reserve, and, except for Stan, is 100% WASP.

The Youngstown Area is a perfect halfway point for people driving from the East to the Midwest, so Stan gets lots of visitors. I had hoped to meet John Koning and John Smythe at the Wrobels' that night, but Koning was back in the hospital with his injury from a Wrobel Panzer running over his foot, and Stan had just blasted one of Smythe's space fleets out of the Galaxy, leaving Smythe in a state of shock and/or total exhaustion, so he never made it. However, Bob Keithley did phone from the wilds of Tennessee while I was there. We rate the Wrobel Residence 3 stars in our Travel Guide.

* * * * *

NAVAL WAR GAMES (Continued)

PART III - The Four and Five-Man Games

Perhaps one of the most fortunate occurrences in my life was that sometime around 1941 an honest City of Chicago building inspector had declared a basement apartment in my friend Alex Leondia's building "unfit for human habitation." The landlord then gave this basement area to Alex's parents rent-free for the use of their son and his friends. Containing woodworking tools, soldering irons, workbench, etc. (including a bathtub that still worked), this two-room area soon became known as "The Shop." It was here that the naval war games began, with crude beginnings in about 1942 of battles between little wooden battleships in a 300' to the inch scale, fought by the Fletcher Pratt system, which someone had discovered at Marshall Field's.

I first joined this group in the Fall of 1943, when naval warfare was on everyone's lips, every newsreel, and every radio newscast. They had already started a crude game on a hypothetical map when I met them, but this particular map was not satisfactory for the larger group we now had, so we made a new one.

Between 1944 and 1951, we had a very large board mounted on the wall bearing a circular map of a world containing 4 island continents and 14 islands. This world was one side of a flat planetoid in some distant future in which the inhabitants had been cut off from Earth culture for centuries, but had the wherewithal to construct late 19th and early 20th century warships and other contemporary machinery. However, it was impossible to fly on this world because of air currents or something, so all naval warfare was conducted in the good old fashioned way by surface ships.

The four Powers were named Borgonia, Krokerville, Tekposia, and the State of Melancholia. The first three were republics (Tekposia was somewhat of a technocracy), and Melancholia, usually the odd-man-out, was a totalitarian monarchy governed by "His Majesty, President Squilk." Borgonia consisted of 7 semi-sovereign states, like the U.S., and was shaped like a "U" lying on its side. It had a history of a civil war, in which the northern half of the "U" had eventually conquered the lower half. The current ruler was a brilliant old man named "Jerkel Gooney." Krokerville was one solid country in the shape of a perfect square which had grown up from the small village of Krokerville, and was ruled, naturally, by President J. P. Krok. It was a free enterprise state. The original owner of Tekposia eventually dropped out and turned his country over to me, so I had nothing to say about the original design. The only good thing about the shape was a peninsula sticking out in the sea which gave me a good jump for my advance naval base. My semi-socialist state was run by President Sivad Derf. (That's Fred Davis spelled backward. God, was I original!).

Each Power had 3 naval bases where new ships could be built and ships repaired. Each also had an island base similar to Pearl Harbor out in the ocean. The remaining 10 islands were always unowned at the start of each game, and the attempts to occupy as many of these islands as possible was one of the causes of our wars. Just as in Diplomacy, we started each game at peace. Sometimes two countries would go to war with each other and the other two would remain neutral. Sometimes it would turn into a two vs. two alliance, with grand battle fleets being drawn up which would have brought a smile from Jellicoe himself. On one occasion, there was a great "stab" in which the Melancholian and Borgonian Battle Fleets were operating together against the other two powers, and Borgonia changed sides before the battle started. The entire Melancholian fleet went to the bottom.

There was one central island surrounded by a ring of 5 others. These were all about equidistant from all 4 Powers. The four remaining islands were placed further out, exactly halfway between two of the Powers. Therefore, everyone had a good chance of getting to many of the islands first, and sometime two fleets would arrive at the same time. Fleets all moved at the top speed of the slowest unit in them. (We assumed the ships ran on atomic energy and didn't need refueling. Therefore, the top speed as shown in Jane's was usually the controlling factor). Every millimeter on the map was one knot. If your slowest ship could do 17 knots, you could move the pin representing that fleet 17 mm. on the map. It was impossible to have simo-move, but a different player could make the first move each turn. Since it was pretty obvious by the time a pin got half-way to its destination where it was going, it really wasn't all that important who moved first. Besides, the identity of the units represented by the pin was always unknown until contact was made at a distance of about 5 mm. Naturally, if the pin was jumping 25 or 30 mm. per turn, you could guess that it was either a battle fleet or a flying squadron. Everyone usually had anywhere from 5 to 15 different pins on the map at any one time, so there was a lot of guessing and a lot of diplomacy.

We originally played with 1:1200 scale ships, which we called "100' to the inch" in those days. Ships were mostly carved by hand out of balsa wood with Exacto knives, as we couldn't afford to buy the expensive scale models in the stores. The purchased model of South Dakota, for example, cost \$5.00 in 1946 money! Later, we graduated to the 1:600 scale, as two of the players wanted to make more beautiful models. However, it was almost impossible to fight anything bigger than a cruiser on this scale, so CA's became our capital ships. We were fortunate in having a City park superintendent as one player's father. Whenever we wanted to fight a particularly big battle, he would close down the gym on a winter night so we could use it. It was as cold in that unheated gym as it was in the North Sea, as it was right alongside Lake Michigan.

Every time we changed scale, or changed area (in our last game we went back to pre-Dreadnaught ships), we would start the game all over again, but with everyone always keeping their same country. Therefore, each Power developed a personality, and each player more and more became the ruler of a real country. (Any outsider listening to our diplomacy would be sure that we suffered from schizophrenia or paranoia). Near the end, we added a fifth player, giving him 4 of the little islands for his country. You might say that he was the "wild card" player, since his small fleet might be the balance of power in any war, so he was wooed by all sides. We also had this 5th player add 6 new islands to the map, but without telling anyone where they were. Each Power had to dispatch ships to find them. (This is where I got the idea for the "Lost Atlantis" province in "Atlantica II").

Just as in the Calhoun rules, the 4 or 5 Powers in our game signed treaties with each other. We also developed an economic basis, under which it cost so much to build ships depending on their Pratt point values. Players had lead coins (which we had cast ourselves and called "Clidwiffy") to spend for new ships or for other purposes. The molds were destroyed after a sufficient amount of Clidwiffy had been produced, so that no player could introduce more wealth into the economy. One earned so much CW for each island owned, much like supply centers. If a player lost a war, he could also be required to pay an indemnity to the winner. Of course, no one was ever eliminated, because if one player was on the verge of being wiped out, as happened only once, we would start over again.

People sometimes ask me what was the most important thing I learned in school. I believe I learned more from playing these games than from any formal course. I'm sure my decision to major in Political Science was due in part to my experience in running a nation in naval war games. I also learned a lot about human nature, and the need for compromise. I was always too skinny and awkward to engage in much athletics. (I was the 110 lb. weakling that the bully kicked sand at). My playing fields of Eton were the floors of the Touhy Beach Gym and "The Shop" were the ships, game boards, and records were kept.

And now you know why I went wild when I learned about Diplomacy.

(This was to be the end of the series, but I've just received a report from the player who played Borgonia and Inogrob which warrants reprinting in the next issue).

* * * * *

Which brings us up to THE GAMES!

ABSTRACTION - 1972 Jco

SEPTEMBER 1915

KAISER TAKES A SHORT TRIP TO THE FRONT, BUT CZAR COMPLETELY DISAPPEARS.

NOTE: Tim Tilson (Germany) will be away at ROTC camp until August. In the interim, the country will be run by Ron Case, 14916 Euclid, Allen Park, Mich. 48101.

BUILDS AND REMOVALS

CURRENT STRENGTH

ENGLAND (Sulfridge):	No change	8
GERMANY (Tilson):	Remove A Munich	8
ITALY (Ryrie):	Build A Rome, A Naples, A Sicily	13
AUSTRIA (Greer):	Build F Zara	10
RUSSIA (Kemety?):	NDR. Remove A Caucasus (per GM)	3
TURKEY (Vsne):	No change	4

Robert Johnson, Apt. 309, 644 Massachusetts Ave., NE, Washington, D.C. 20002, is requested to submit stand-by moves for Russia for October 1915. Since John Kemety has missed two consecutive moves, he will be removed from this game unless he submits a move for October. Robert, please let me know by phone or postcard whether you'll accept this position. Readers will understand that I cannot phone John Kemety, as he resides in Australia! This puts me in an awkward position. I can only suggest that other players wishing to contact Russia communicate with both John and Robert, unless you hear otherwise from me.

Also, it would appear from the time frame involved that "Kronprinz" Case will be responsible for both the October and November 1915 moves for Germany, unless there is some unforeseen delay in my publication of BUSHWACKER.

PRESS RELEASE:

ZARA (August 29, 1915): Although the Balkan Water Polo League does not open play until early next year, when the Dunks take on the Russians in a pre-season contest, the team is already in its full training regimen. We asked Captain Adolf Dolphin von Schwemm why the team is working so early. "Well," said Von Schwemm, "rumor has it that the Venice team plans to challenge us next month. We have heard these rumors before and the Italians have always been preparing to meet someone else. They are undefeated from Egypt to Brest. If they try the Paris team, we will get ready for the Russians, but if they try us we will be ready for them."

DEADLINE for October, 1915 moves is TUESDAY, July 17, 1973, 9 p.m. Eastern Time.

* * * * *

ATLANTICA - 1972 Gcz

APRIL 1871

ENGLAND AND FRANCE GET THEIR SIGNALS CROSSED, BUT REIGN STILL FALLS IN SPAIN.
CANADIANS HIT ICEBERGS; ITALIANS CLOBBER CONFEDERATES AND TAKE ZURICH GOLD MART.

ENGLAND (Piggott): F Belgium-English Channel. F Norwegian Sea-Hebrides Sea.

F Irish Sea (S) F Norwegian-Hebrides Sea. F North Sea-
Norwegian Sea. F Skaggerack-Norway. A Ireland (H).

A Munich-Tyrol. A Switzerland (S) A Munich-Tyrol /r/

(Annihilated). A Ruhr-Munich. A Silesia-Poland. A/F Mid-

Atlantic: A disembarks Portugal. F Mid-Atlantic (S) FRENCH

F Portugal-Spain (s.c.) (NSO). (A remains aboard A/F). /r/*

FRANCE (Barents): F Azores (S) ENGLISH A/F Mid-Atlantic-Canary Is. (NSO).

F Portugal (S) A Gascony-Spain. A Gascony-Spain.

A Paris-Burgundy.

ITALY (Vane):

A Bohemia-Silesia. A Venice-Tyrol. A Marseilles-Switzerland.

A Piedmont (S) A Marseilles-Switz. A Spain-Marseilles. F Gulf

of Lions (S) A Spain-Marseilles. F Western Med.-Canary Is.

F Morocco (S) F Western Med.-Canary Is. F Tyrrhenian Sea-

Western Med. A Mauretania (H).

CANADA (Weidmark): A Md. boards F Chesapeake Bay, A/F Chesapeake Bay-West Atlantic.

F Bay of Fundy (S) A/F Ches. Bay-West Atlantic. A Kentucky-Md.

A Chicago-Ky. A Minnesota-Chicago. A Greenland boards F North

Atlantic Ocean (Greenland frozen). F North Atlantic-Hebrides Sea.

F Iceland (S) F North Atlantic-Hebrides Sea. F Gulf of St.

Lawrence-Davis Strait (Frozen). F Montreal-Gulf of St. Lawrence.

F West Atlantic-Mid-Atlantic. F Grand Banks (S) F West Atlantic

Ocean-Mid-Atlantic. F Halifax Unordered (H).

C.S.A. (Keithley): F Richmond-N.C. F Charleston-Bermuda. F La.-Gulf of Mexico.

F Canary Is.-Mauretania /r/ (Annihilated). F South Atlantic

Ocean-Senegal. F Bahamas-South Atlantic. (more)

* English A/F Mid-Atlantic Ocean must (R) to Bay of Biscay (per Orders).

Note: Although the Canadian Army in Greenland could not board the F North Atlantic, this would not invalidate that portion of the move ordering the Fleet to go to the Hebrides Sea. The F remains in North Atlantic only because of the standoff in the Hebrides. This will be standard procedure whenever an A cannot board a fleet.

Also, note that the failure of the English A aboard the Mid-Atlantic A/F to disembark in Portugal would have invalidated the support of the Fleet for the French unit moving to Spain, even if the A/F had not been displaced. A Fleet may support elsewhere only if its A is successfully disembarked.

Underscored moves fail. All others succeed.

PRESS RELEASES:

ROME (April, 1871): I am interested in negotiating trade concessions with anybody, and war pacts with everybody.

ELIZABETHTON, TENN: All players should be informed that the Confederacy's moves were made under the influence of Demerol, without reference to a map board or to my allies' current letters.

BUSHWACKER: The International Iceberg Patrol is happy to report that all the ice will melt in the month of May.

Bob Keithley (C.S.A.) is currently hospitalized with a kidney stone condition. How about sending him a get-well card?

John Piggott (England) will be at his home address, 17 Monmouth Rd., Oxford OX1 4TD, England, for about one month. He then expects to return to Cambridge.

DEADLINE for May, 1871 moves is TUESDAY, July 17, 1973, at 9 p.m. Eastern Time.

* * * * *

BOY, ARE YOU LUCKY! Our naval war game ~~article~~ ran longer than we expected, leaving no room for a "Bushwacker" comic strip. There's no way you can escape from it, as we've already paid the bill to have the electronic stencils made, but at least you're safe for another 4 weeks. We're planning to offer a summary of the DIPLOCON and the International Game Show in these pages in the next issue, so it may be two issues before we get back on the wrong track again.

We hope to leave the serious reporting to others, and just give you a personal view of Diplocon. Our summary of "games people played" will be limited to those played on tabletops, Admirers of Carl Sandberg will have to look elsewhere for reports on "the painted women under the gaslights, luring the farmboys."

NOTICE: We will be out of town from Friday night, June 22nd, through Sunday night, July 1st. Inge will remain here, so all mail will be received properly, but please don't make any phone calls before July 2nd.

* * * * *

BUSHWACKER, JULY 1973, Page 8

MORE ON INTERNATIONALISM

My 1973 Dodge Dart was made in Canada. It runs on oil imported from Arabia. My shirts are made in Hong Kong or Taiwan. My TV set says "Made in Japan." My camera is from Germany. My Kodak film is now made in England. My wine comes from France, Germany, Italy and Portugal. Even my candy comes from Germany. Now, what's all this jazz about Neo-isolationism and Fortress America?

* * * * *

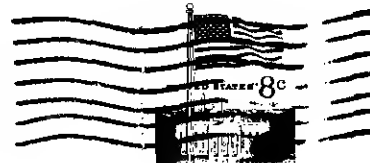
Mailing code for this newsletter: (P) = Player or Stand-by player. (T) = Trade agreement. (C) = Complimentary copy. Because of your status in the Diplomacy World, you will be receiving this on a regular basis. (SUB) = Subscription copy. (S) = Sample copy, sent on a one-time only basis, unless I hear from you.

Till after DIPLOCON, then, au revoir.

#

|||||

BUSHWACKER
c/o Fred C. Davis, Jr.
5307 Carriage Ct.
Baltimore, Md. 21229



Mr. Donald Miller
12515 Judson Rd.
Cheaten, Md. 20906
(T)

FIRST CLASS MAIL